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AXANAR CARGO SHIP

TYPE: CARGO SHIP

LAUNCHED: 22nd C

CREW: 15

OPERATED BY: THE AXANAR

AXANAR CARGO SHIP

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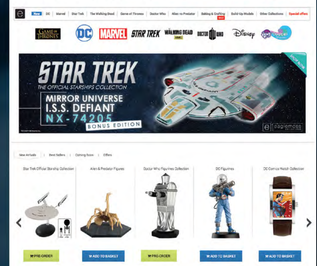
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AXANAR CARGO SHIP

SPECIFICATION



OPERATED BY:	THE AXANAR
TYPE:	CARGO SHIP
CREW:	15
IN OPERATION:	22nd CENTURY
LOCATION:	ALPHA QUADRANT
LENGTH:	92 METERS (APPROX.)
HULL:	TRITANIUM/DISILICON POLYMERS



▶ The Axanar were a race active in the 22nd century. They operated a variety of vessels, including these functional cargo transporters.



AXANAR CARGO SHIP

The *Enterprise* crew encountered an Axanar cargo ship early in its maiden voyage, little realizing the horrors awaiting them...

Two weeks into the *Enterprise* NX-01's maiden voyage, the crew of the Earth starship was frustrated that they were yet to make first contact with any new alien races. That changed when the ship happened upon an unidentified and unmoving alien cargo vessel. The crew later learned that the ship belonged to the Axanar, but first they would find unexpected horrors waiting for them on board.



▶ On first sighting the Axanar cargo ship, Captain Jonathan Archer attempted to make contact, communicating his peaceful intent. Although biosigns were detected aboard the ship, there was no response. T'Pol took this as a sign they did not want to respond…

DATA FEED

The *Enterprise* came across the Axanar cargo vessel in a remote area of deep space. It was located three light years from the nearest inhabited system.

CARGO SHIP

The Axanar appeared to operate a variety of vessels, including warships, but the cargo vessel was the first encountered by an Earth starship. Relatively small at 92 meters in length, the ship was of a slender design, centered around a primary section of 13 cargo pods. The silver-grey hull plating was constructed from trifanium and disilicon polymers. A further 10 extended cargo pods formed the lower ventral hull of the vessel.

Assuming Axanar ship design aesthetics echoed the configurations of similar cargo vessels, the small flight deck was located in the forward bow section. The main drive section was located to the aft of the vessel, with four engine ports located directly behind the main cargo hull. A fifth engine port was located in a rear, dorsal mounted pod directly above the main drive section. The overall design aesthetic was geared towards an angular armored design, although it was likely the ship's offensive and defensive capabilities were limited in scope.

BOARDING THE SHIP

Entry into the ship was via a variety of hatches located at points across the hull. On first intercepting the ship, Captain Jonathan Archer and the crew of the *Enterprise* found a vessel that was unmoving and displayed no comms activity. Closer inspection of venting ports next to a hatch on the dorsal hull revealed them to be caused



▲ The Axanar cargo ship was relatively small at just 92 meters in length. The crew of the ship numbered 15 in total to carry out routine transport missions.

by weapons fire. Sensors indicated high levels of oxidation and thermal shock effects, pointing to high-yield particle impact.

Although biosigns were detected aboard the ship, their status was unclear. Against the express advice of T'Pol, Archer decided to board the ship, fearing the crew may need assistance. A second, undamaged hatch with a diameter of 0.9 meters was located. Archer, Lieutenant Reed and a reluctant Ensign Hoshi Sato formed the shuttle pod boarding party.

INVESTIGATING

Docking with the ship, the *Enterprise* boarding party gained entry thanks to a hatch release mechanism. The interior of the ship was dark, comprising a network of functional corridors and bulkheads showing signs of corrosion and wear. The atmosphere was a nitrogen-methane mix,with a temperature of minus 20 degrees; this was likely a result of no power to environmental systems.

Investigating the ship further, the boarding party found machinery of unknown origins that had recently been installed. The hydraulic device was connected to a network of pipes, with a liquid being pumped through the apparatus.

The true purpose of the machinery soon became apparent when Ensign Sato found the ship's crew suspended from the ceiling. All 15 of the aliens were dead and connected by pipes to the hydraulic pump, which was slowly draining them.

RETREAT AND RETURN

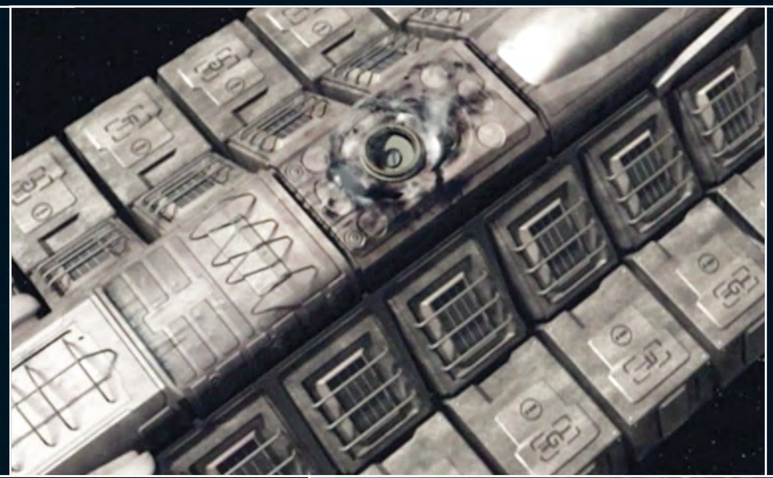
With the attack on the ship's crew carried out by unknown aggressors, Archer and his team returned to *Enterprise*. The ship continued on its course, but Archer felt he was making a mistake. After a further heated exchange with T'Pol, the captain ordered a return to the cargo ship's location, determined to discover what had happened to the crew.

While Commander Tucker re-established power systems, Hoshi worked on deciphering the alien language, and Dr Phlox investigated the fate of the crew. He determined they had been killed in various ways, and the bio-pumps were draining them of triglobulin.

After Hoshi deciphered the language and sent a distress signal, the question of who carried out the attack was answered when *Enterprise* detected a ship approaching. Whoever killed the crew was returning to harvest the triglobulin…

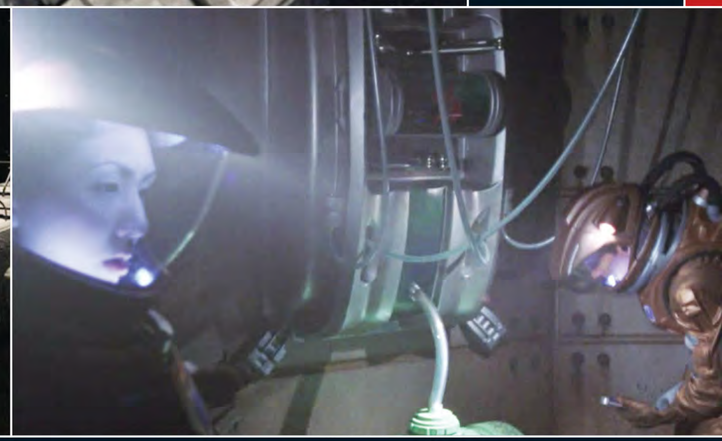
▶ One of the top hatches displayed signs of having been forced open by weapons fire, vapor venting into space from where a particle beam had struck the hull of the ship.

▼ A boarding party took the *Enterprise*'s shuttle craft and maneuvered into position to dock with another hatch. From here, Archer, Hoshi and Reed boarded the mysterious ship.



▼ Investigating the Axanar ship, Archer, Hoshi and Reed discovered a hydraulic pump sucking in liquid from somewhere. The technology was different to the ship's. Hoshi was about to discover why…





DATA FEED

Thanks to Hoshi, the *Enterprise* crew was able to communicate effectively with the Axanar. Following the defeat of the alien aggressors, Archer and his team spent some time with the Axanar, learning that their new friends were an androgynous race and had a lifespan of over 400 years. Archer hoped they would encounter this friendly species again in the future, hopefully in better circumstances.



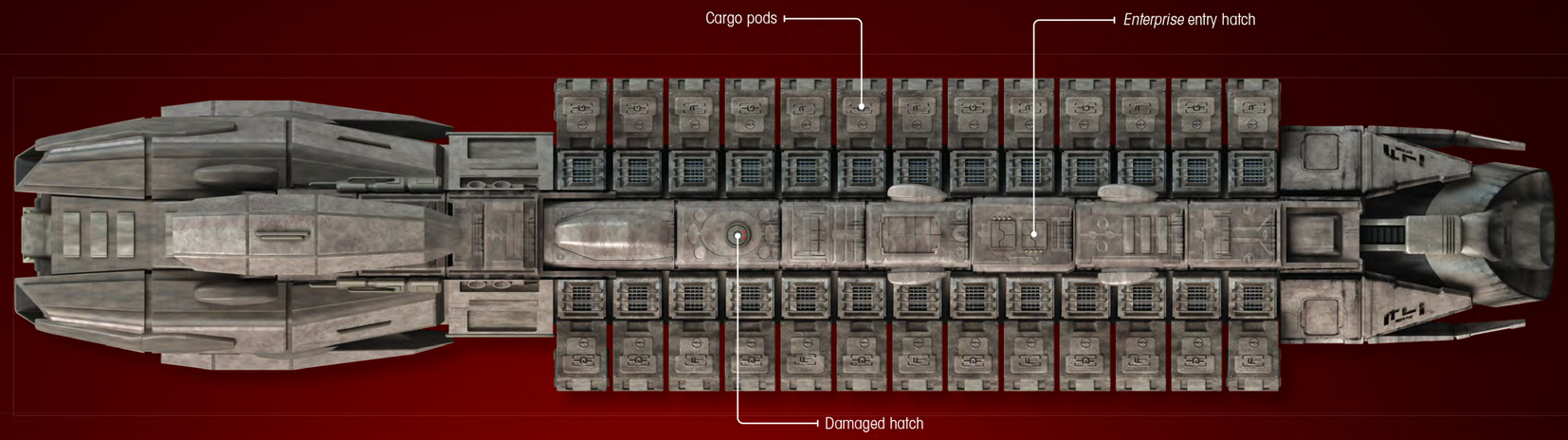
HOSHI SAVES THE DAY

The hostile alien vessel refused to answer hails, and fired on *Enterprise* while the shuttle attempted to dock. With warp nacelles damaged, *Enterprise* was unable to go to warp, and took further fire. Phlox believed a scan by the unseen aggressors would have shown that humans possess similar compounds to triglobulin. The enemy ship locked on to *Enterprise* as a second vessel dropped out of warp.

The new ship had responded to Hoshi's distress signal. It shared a similar design lineage to the cargo ship, but was more compact with greater offensive capability. Under intense pressure, Hoshi struggled to speak to the reptilian alien and decipher their language. The alien believed the *Enterprise* crew was responsible for attacking the cargo ship.

As the aggressors began to breach *Enterprise*'s hull, Hoshi broke through the language barrier, and together, *Enterprise* and the rescue ship attacked and destroyed the aggressors.

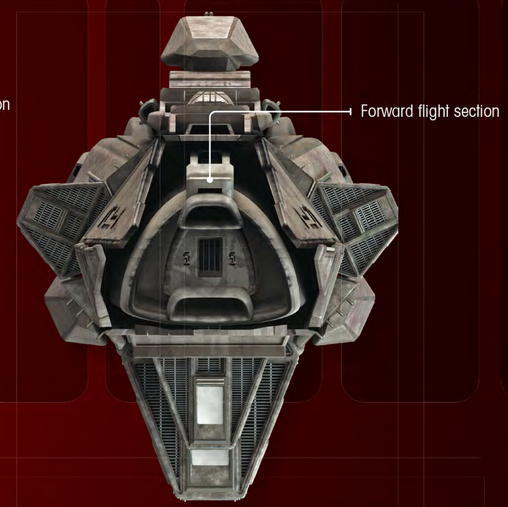
Archer and his crew learnt that the cargo vessel belonged to a race called the Axanar. They were the first new aliens encountered by the *Enterprise*. They would not be the last.



DATA FEED

There were no further recorded encounters between the crew of the *Enterprise* and the Axanar, but there was evidence that the Axanar were active in the 22nd and 23rd centuries. Some time prior to 2152, an Axanar had visited an automated repair station whose computer core was abducting aliens to enhance its processing power. When the *Enterprise* crew visited the station, an Axanar was among the collection of abducted alien species.







▲ After Hoshi successfully broke the language barrier with the Axanar warship captain, the *Enterprise*'s new ally destroyed the ship that had attempted to harvest triglobulin from the cargo ship crew.

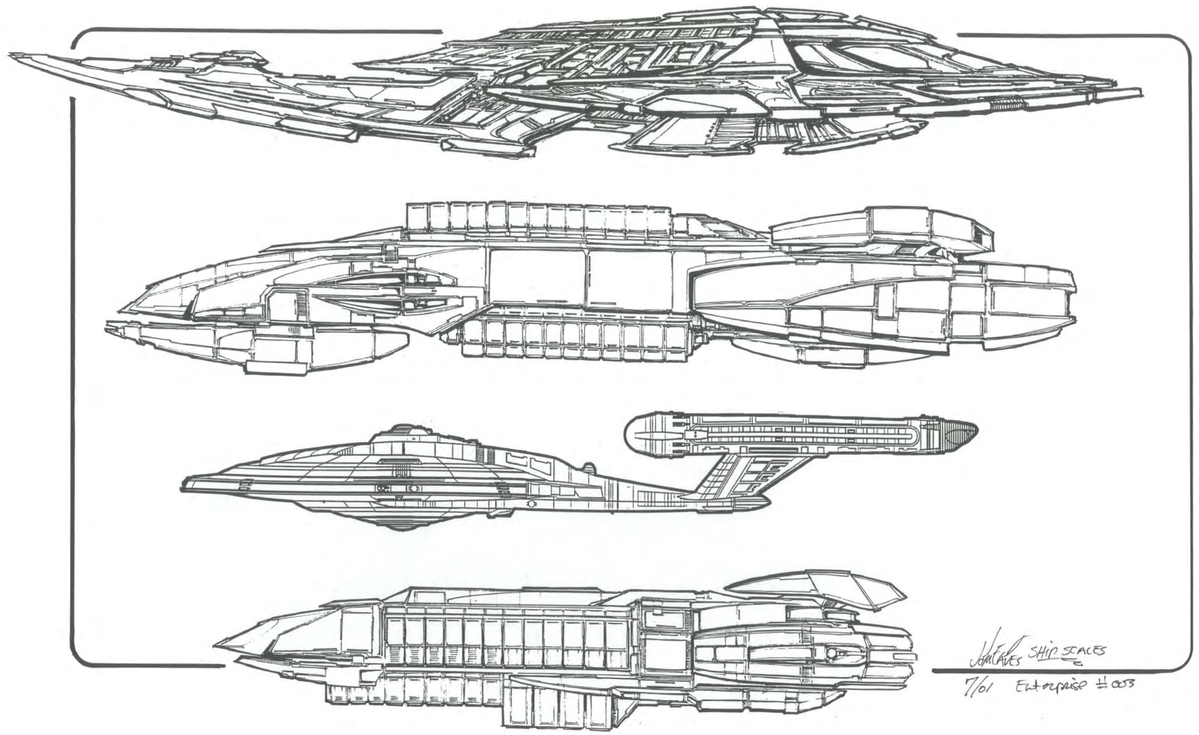


COURT MARTIAL

Captain James T. Kirk encountered the Axanar sometime in the 23rd century. A list of his commendations read at a court martial on Stardate 2949.9 included 'Palm Leaf Of Axanar Peace Mission'.

BATTLE OF AXANAR

Axanar became the centre of a 23rd-century conflict involving Starfleet. The actions of Garth of Izar at the Battle of Axanar were studied by cadets at Starfleet Academy.



DESIGNING THE AXANAR CARGO SHIP

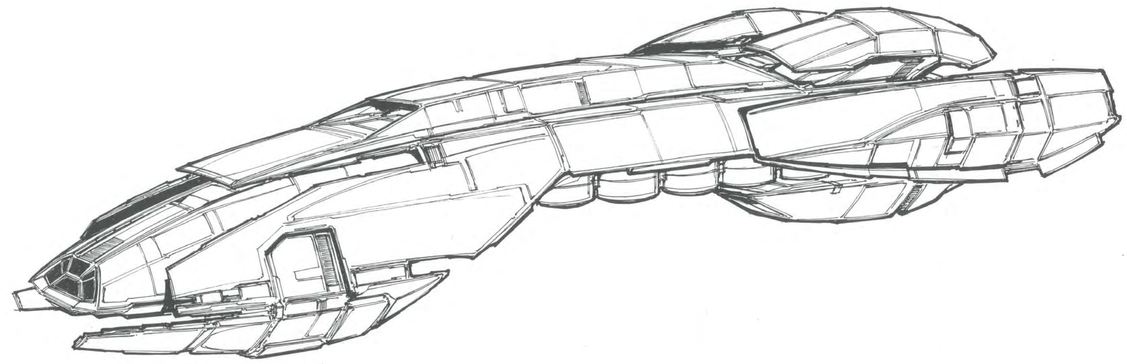
'Fight or Flight' required three brand-new starships, including the Axanar cargo ship, which was designed by illustrator John Eaves.

'Fight or Flight' – episode 003 of *STAR TREK: ENTERPRISE* – was a very important episode of the latest addition to the *STAR TREK* universe. It allowed the production designers and concept illustrators to go deeper into this new universe, further establishing a look and feel to this 22nd-century backdrop.

"Episode 003 was a big first episode after the pilot and it set the pace for multiple ship shows," *ENTERPRISE*'s senior illustrator John Eaves said on his blog, *johneaves.wordpress.com*, in May 2009. "What was called for in this one was a cargo ship in distress, a bad guy ship who drills into smaller vessels and cocoons their crews, a rescue ship, and the drilling mechanism." As Senior Illustrator, John Eaves oversaw the concepts from his team for each new episode, and produced many concept designs himself.

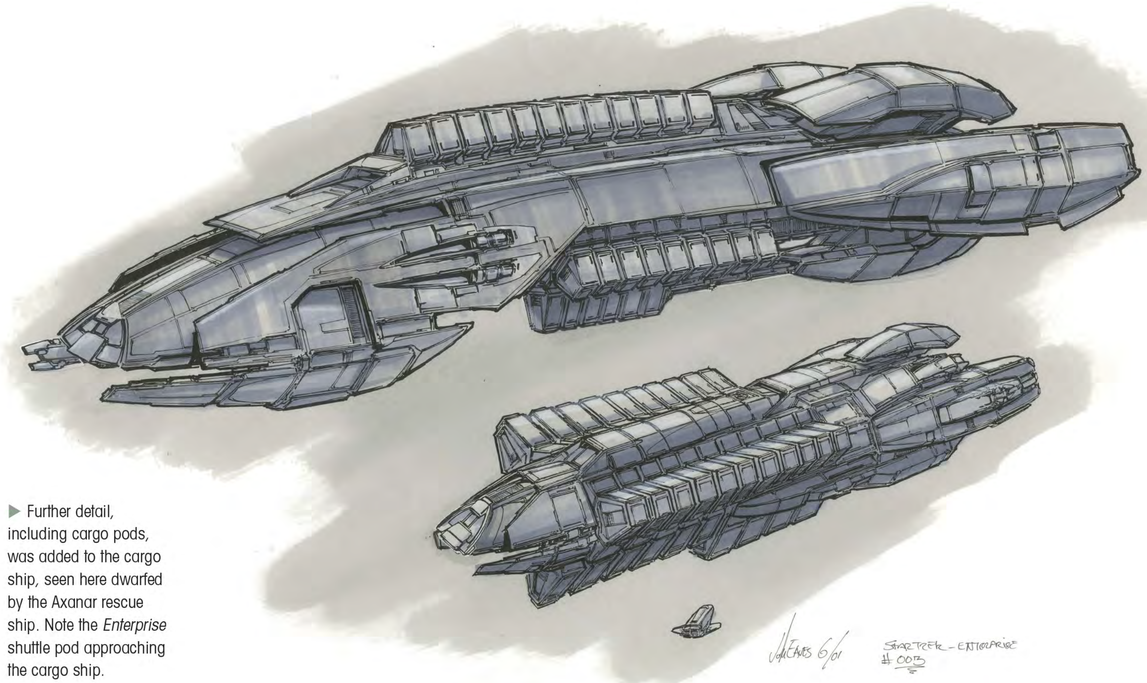
For 'Fight or Flight', Eaves initially worked freehand in pencil on the first concepts for the two Axanar ships. He later explained on his blog that there was no real inspiration behind the choices he made, being primarily guided by the episode's requirement for a simple cargo ship and its later rescue ship. Among the detail provided was a closer visualization of two different sizes of modular cargo pod that would be included on both the cargo ship and rescue ship. This firmly identified that the two ships were of different configurations but clearly belonged to the same design lineage.

▲ John Eaves provided this scale chart of all the ships featured in 'Fight or Flight'. The Axanar cargo ship is at the bottom, below the *Enterprise*.



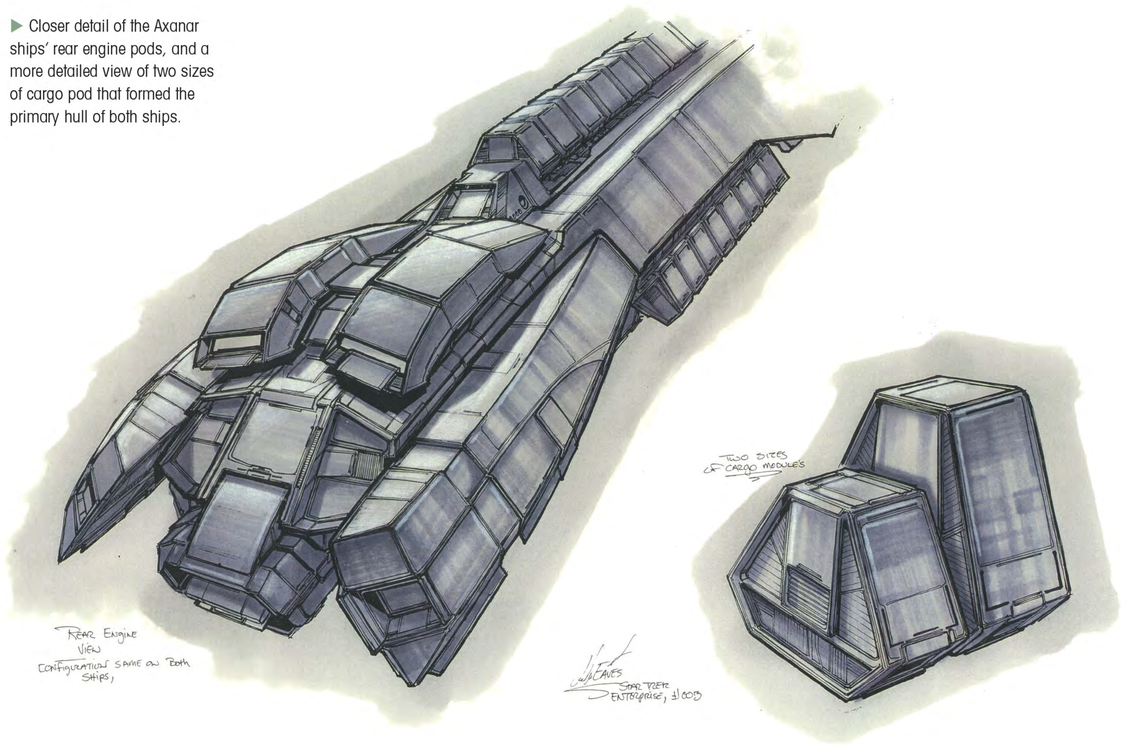
'Fight or Flight' required a third, antagonistic ship, belonging to the unseen body-sucking aliens, for which several concept design details were provided. This ship was a direct contrast to the Axanar vessels. Eaves later outlined that the distinctive angular design of this particular vessel was reminiscent of the architecture of the various Son'a ships he had previously concept designed for *STAR TREK: INSURRECTION* in 1998.

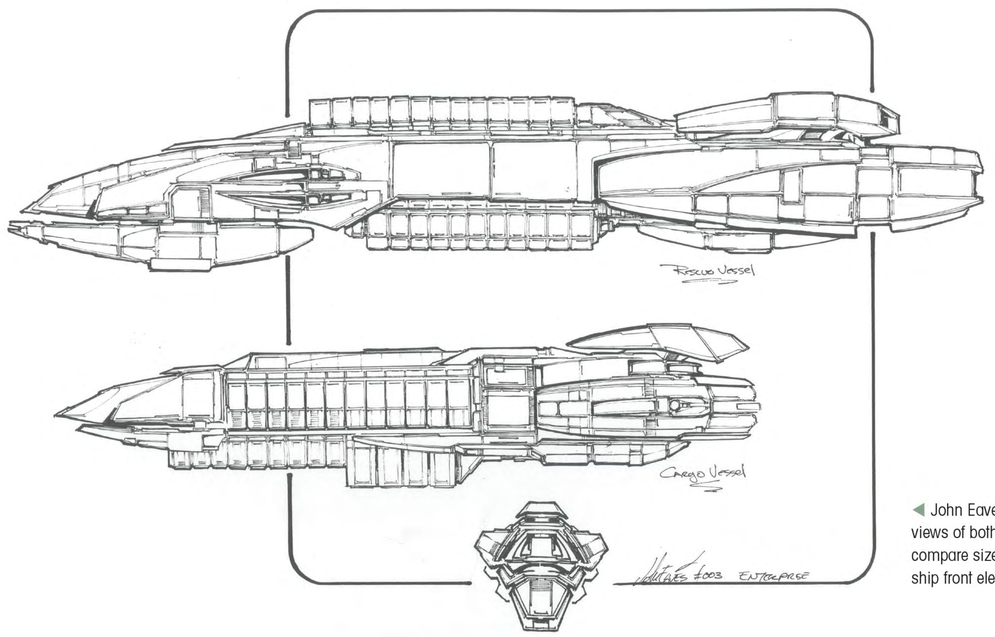
▲ A black-and-white first pass at the Axanar rescue vessel by John Eaves. This ship appeared in the climax to 'Fight or Flight' to rescue the cargo ship.



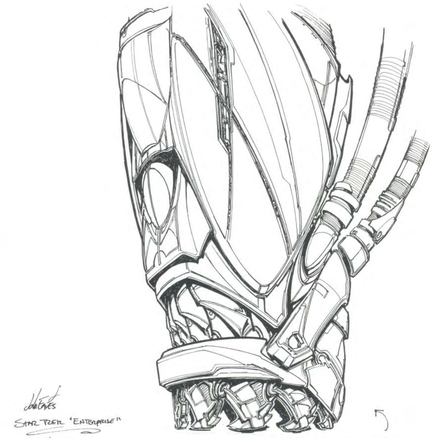
▶ Further detail, including cargo pods, was added to the cargo ship, seen here dwarfed by the Axanar rescue ship. Note the *Enterprise* shuttle pod approaching the cargo ship.

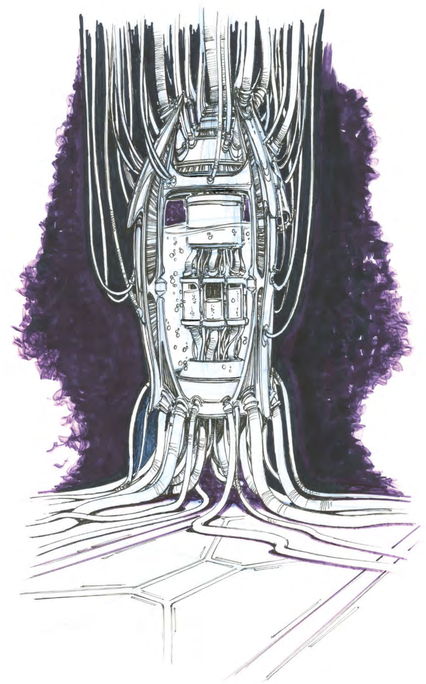
▶ Closer detail of the Axanar ships' rear engine pods, and a more detailed view of two sizes of cargo pod that formed the primary hull of both ships.





◀ John Eaves' schematic side views of both Axanar ships to compare size, including cargo ship front elevation.

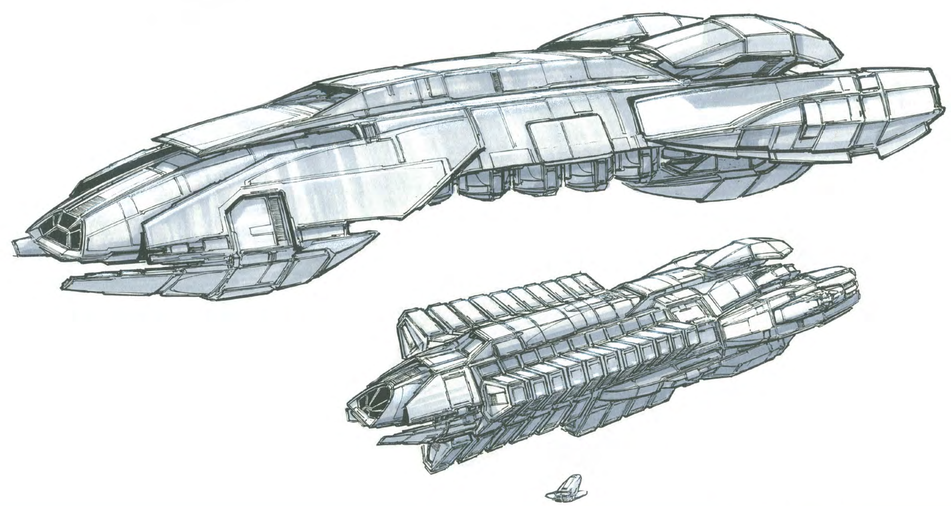




◀ A close detail view by John Eaves of the body-sucker ship's magnetic clamps and the evil-looking hull drill (left), and Jim Martin's design for the alien bio-pumps aboard the cargo ship (right).

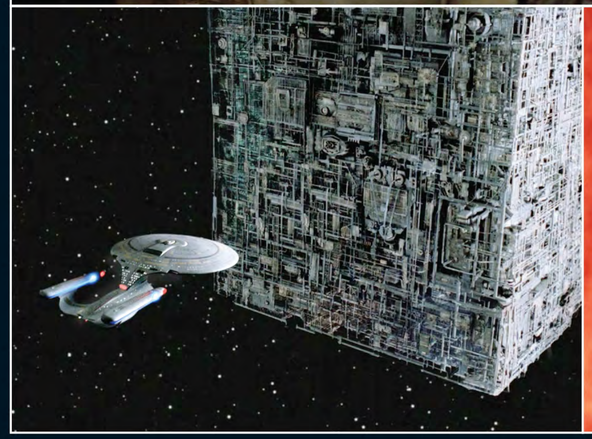
Highlighting the work of the illustration team were smaller details. These included the bio-pumps seen aboard the cargo ship, and the hull drill deployed by the body-sucker ship, along with magnetic umbilicals. For the exterior drill, Eaves found unusual inspiration – a golf bag used by actor Rodney Dangerfield in the film 'Caddyshack' (1980).

All of this was great fun to work on," Eaves summed up in 2009. "Jim Martin (production illustrator) provided the designs for all the disgusting alien devices that the bad guys tortured the crew with. Jim really came up with some evil drawings of bodily fluid extraction pumps and hosed ship interiors! Some way wicked work by the master!"



◀ A further view of the two Axanar ships as part of John Eaves' collection of concept drawings. Eaves planned the initial concepts in freehand with no particular inspiration in the design process.







FIRST CONTACTS

First contact situations were part of Starfleet's ongoing history, and *STAR TREK* has depicted first encounters with many lifeforms…

AS SHOWN BY THE *Enterprise* NX-01's encounter with the Axanar in 2151, first contact situations are fraught with uncertainty and great risk. First encounter procedures with new alien races and civilizations are high on Starfleet's list of general orders, with Command Directive 010 stating: "Before engaging alien species in battle, any and all attempts to make first contact and achieve non-military resolution must be made." Starship captains and bridge officers were trained in first contact protocol, but more sensitive operations were handled by specialists in the field. The following examines some of the prominent first contact situations in Earth and Starfleet history, and the dangers they could bring.

VULCANS 2063

The most crucial first contact event in the history of Earth occurred on 5 April 2063 when Zefram Cochrane launched the *Phoenix* from a Montana missile base and became the first human to break the warp barrier. This action was registered by a passing Vulcan ship, resulting in the officially recorded first contact between Earth and an alien race. What history doesn't note is that Commander William Riker and Lt. Commander Geordie La Forge of the *U.S.S. Enterprise* NCC-1701-E accompanied Cochrane, or that the *Enterprise* itself was in orbit at the time. Captain Picard and his crew successfully stopped the Borg from preventing First Contact and returned to their own time.



KLINGONS 2151

The disastrous first contact between humans and Klingons led to years of war and influenced Starfleet's cautious first contact procedures for generations to come. The crash-landing of a Klingon vessel at Broken Bow in April 2151 brought forward the launch of the newly commissioned *Enterprise* NX-01 as Captain Jonathan Archer and his crew attempted to return the Klingon Klaang to Qo'noS. The incident saw Strafleet clashing with the Vulcans and pulled the *Enterprise* crew into a temporal conflict with the Suliban Cabal. The Broken Bow incident may have accelerated Earth's expansion into the Galaxy with the Warp 5 capable *Enterprise*, but the first encounter with the Klingon Empire created conflict lines that kept humanity and the Klingons as bitter enemies for centuries.





ANDORIANS 2151

Not every first encounter situation led to war or conflict. Captain Archer and the crew of the *Enterprise* were the first humans to make first contact with the Andorians, an active 22nd-century power that had an antagonistic relationship with Vulcan. In 2151, the Andorians launched raids on the Vulcan monastery at P'Jem, believing a sensor array monitoring Andorian activity was secreted there. A third raid launched by Andorian Commander Shran coincided with a visit by Archer and his crew, making Shran suspicious that the humans were collaborating against his people with the Vulcans. During the incident, Archer and Shran stumbled across a listening post that was, as the Andorians suspected, monitoring their territory. This first contact incident led to increased tension between Earth and Vulcan, while establishing the foundations of an alliance with the Andorians.



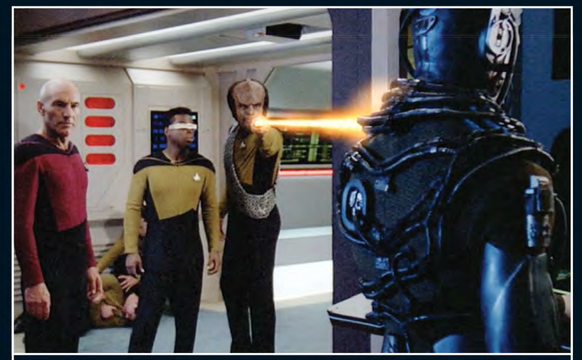
MINTAKANS 2366

An incident on Mintaka III in 2366 demonstrated why Starfleet took a cautious approach to first contact with primitive civilizations. During an observation mission, a cloaked Federation duck blind became exposed to the Mintakans. During the *U.S.S. Enterprise*'s mission to extract the anthropology team, several Mintakans were compromised after seeing the use of advanced technology. This cultural contamination led to Captain Picard being declared a god known as The Picard. A similar effect had been seen previously on Earth around the 3rd century BC when powerful beings from Pollux IV arrived on Earth, leading to their worship as gods and giving rise to the myth culture of Ancient Greece.

FERENGI VARIOUS DATES

The Ferengi have another temporally influenced relationship that makes true first contact with humanity tricky to define. At a purely chronological level, humans first encountered Ferengi on Earth at Roswell in 1947. The time-travel mishap experienced by Quark, Rom and Nog of 24th-century starbase *Deep Space 9* was covered up by the US Air Force. A group of unidentified Ferengi attacked the *Enterprise* NX-01 in 2151, while the *U.S.S. Stargazer* under the command of Jean-Luc Picard engaged an unknown vessel in 2355 in the Maxia Zeta system. It was later understood the vessel was a Ferengi ship. Formal first contact with this avaricious race took place on a distant outpost of the T'Kon Empire, again with the involvement of Picard, this time commanding the *U.S.S. Enterprise* NCC-1701-D. From beginnings mired in suspicion and mistrust, relations between the Ferengi and the Federation eventually became surprisingly fruitful.





THE BORG VARIOUS DATES

Like the Ferengi, humanity's first contact with the Borg is tricky to define to one single date. Chronologically speaking, Lily Sloane was the first human to encounter the Borg aboard the *U.S.S. Enterprise* NCC-1701-E during the first contact incident of 2063. Surviving Borg drones from a sphere destroyed by the *Enterprise* were discovered by a survey team in 2153 and reactivated. These temporally displaced drones were subsequently destroyed by the crew of the *Enterprise* NX-01, although they had no information on the specific race they encountered at that time. The formally recognized first contact between Starfleet and the Borg occurred in 2365 in the system J25, located in the Beta Quadrant. This incident was precipitated by the super-being Q, who flung the *Enterprise*-D 7000 light years across space to send a warning to humanity of the dangers awaiting them.





GOMTUU 2366

The work of first contact specialists was highlighted by the *Enterprise*'s encounter with Gomtuu, a lifeform dubbed the 'Tin Man' by Starfleet. A sentient, organic starship, Gomtuu had roamed the Galaxy since the loss of its crew and sought to end its existence. Tam Elbrun, a telepathic Betazoid who was considered the Federation's finest first contact specialist, was assigned to the *U.S.S. Enterprise*-D to establish communication with the creature ahead of the Romulans. Elbrun was a controversial figure who had been involved in the death of 47 Starfleet officers during first contact with the Ghorusdans. His telepathic skills causing him much mental anguish. While his telepathic skills caused him much mental anguish, his connection with the 'Tin Man' brought him the peace he sought, and Elbrun left aboard the creature to roam the universe.





MALCORIANS 2367

In 2367, Malcor was on the verge of warp capability and came under the scrutiny of Starfleet, which placed undercover specialists on the planet ahead of initiating formal first contact. Posing as a Malcorian, Commander William Riker of the *U.S.S. Enterprise* was seriously injured during an undercover mission, jeopardizing any chance of establishing a dialogue with the Malcorians. This highlighted exactly why Starfleet approached first contact with care and caution, frequently contacting forward thinking scientists first. Captain Picard established communication with Malcorian scientist Mirasta Yale in an attempt to recover Riker. The first officer was recovered, but Malcor's chancellor, Avel Durken, rejected Starfleet's advances and halted the developing warp programme.

ON SCREEN



TRIVIA

The Axanar Captain who responded to Hoshi Sato's distress signal was played by actor Jeff Ricketts. This was the first of two *STAR TREK* guest appearances by Ricketts in quick succession. He returned to *ENTERPRISE* a few episodes later in 'The Andorian Incident', playing the Andorian Keval. Ricketts' other screen work includes 'Buffy the Vampire Slayer', 'Charmed', '24', 'Kingsman: The Golden Circle', and the film 'Clockstoppers' for director Jonathan Frakes.



'Fight or Flight' was an early episode of *ENTERPRISE* to focus on Ensign Hoshi Sato, played by Linda Park. For Park, the episode was a chance to explore Hoshi's growth as an *Enterprise* officer following some initial doubts about continuing the mission. "If you look at 'Fight or Flight,' she's not even sure she should be on this mission," Park said in a 2002 interview for StarTrek.com. "She doesn't feel she's right; she feels like she's in the wrong environment, she's a teacher, an academic, not someone who should be out in space and encountering alien species."



FIRST APPEARANCE:	'FIGHT OR FLIGHT' (ENT)
TV APPEARANCE:	STAR TREK: ENTERPRISE
DESIGNED BY:	John Eaves

KEY APPEARANCES

STAR TREK: ENTERPRISE

'Fight or Flight'

Two weeks into its maiden voyage, tensions are running high aboard *Enterprise*. Archer clashes with T'Pol over mission protocol, Tucker is itching to get off the ship and explore the Galaxy, and Hoshi Sato thinks she has made a mistake accepting her communications position on *Enterprise*.

Hoshi's misgivings are reinforced when *Enterprise* intercepts an immobile ship three light years from the nearest inhabited star system. Boarding the ship with Archer and Reed, Hoshi is horrified to find the crew slaughtered and hooked up to alien machinery.

Clashing once more with T'Pol, Archer orders his crew to investigate the ship to discover who commited this violent act against the crew. Hoshi works to decipher the crew's language and send a distress signal, while Phlox discovers the alien biopumps are harvesting triglobulin.

A hostile ship intercepts *Enterprise* and attacks, forcing the landing party to abandon their mission. A second vessel arrives, responsding to Hoshi's distress signal, at first believing the *Enterprise* crew to be an enemy. As the other ship attacks, Hoshi successfully establishes communications with the second ship – an Axanar vessel – and the hostile alien ship is destroyed.

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SULIBAN
CARGO SHIP



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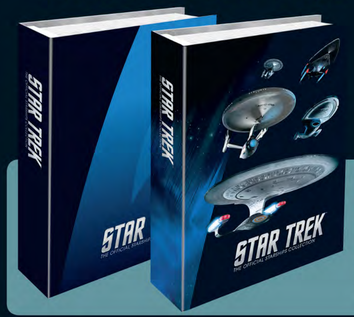
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- In-depth profile of a Suliban freighter, a 22nd-century salvage vessel that was composed of several small pods attached to a central carrier ship
- How John Eaves came up with a modular design for a Suliban freighter
- A look behind the scenes at the creation and evolution of the Suliban in the first season of *ENTERPRISE*

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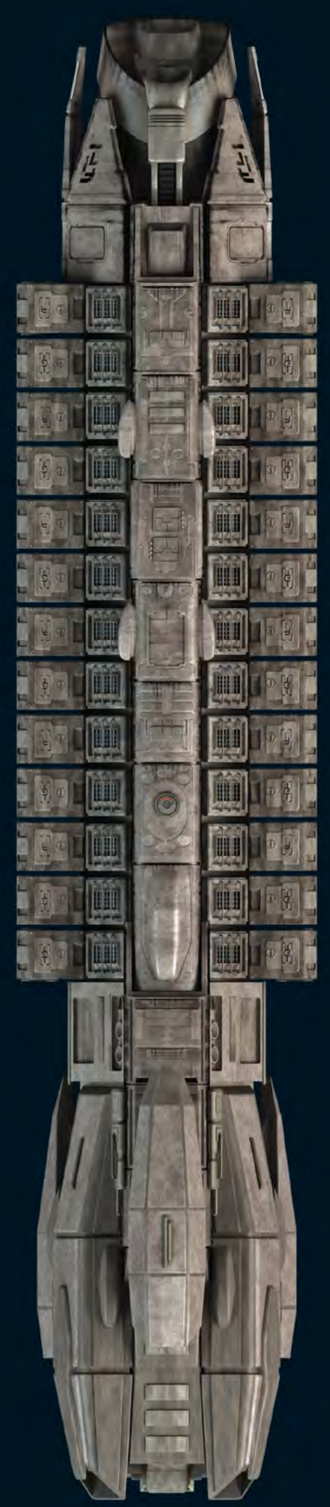
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